Srijay Mundlur

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Objective

Enhance my full-stack development skills and apply them in real world scenarios

Education: Bachelor of Applied Science in Mechatronics Engineering, University of Waterloo, (2026)

Technical Skills

- Proficient in JavaScript, C++, Java, HTML, CSS, Tailwind CSS, React, Node.js, Git
- Semi-Proficient in Python and MATLAB
- Proficient with AutoCAD and SolidWorks

Work Experience

Software Engineer – Andie Connected Technologies (January 2023 – April 2023)

- Developed and maintained multiple web applications using React.js, Tailwind CSS, HTML, and Node.js
- Worked with third-party <u>APIs</u> to <u>integrate</u> external services into the Andie web application improving user experience
- Improved webpage performance by <u>optimizing load sequences</u> to reduce load times by up to <u>68%</u>
- Connected the front-end to the back-end data for the Andie web application using RESTful APIs
- Discussed webpage layouts with various departments to improve webpage readability

Junior CAD Drafter – CBM GROUP (May 2022 – August 2022)

- Implemented markups of plumbing, electrical and HVAC systems into architectural drawings in <u>AutoCAD</u>
- Calculated flow rates for plumbing systems and selected appropriate diameter piping
- Improved drafting efficiency by streamlining the markup to drafting process between coworkers

Teaching Assistant – ZEBRA ROBOTICS (June 2018 – June 2021)

- Helped teach and mentor an FLL team through the competition to the provincial level
- Planned lessons and activities to teach elementary and middle school students about <u>robotics</u>
- Taught students about line following color detection and programming with <u>Lego EV3 robots</u>

Related Side Projects

Pinterest Website Clone

- Using <u>Visual Studio Code</u>, developed a website using <u>React</u>, <u>HTML</u> and <u>CSS</u> that mimics popular photo sharing platform Pinterest
- Implemented the ability to add, remove and link photos of varying sizes

Java Obstacle Avoidance Game

- Developed a <u>GUI</u> game using <u>Java Abstract Window Toolkit</u> where the player controls a sprite while avoiding moving obstacles
- Implemented custom sprites and high score feature to improve user experience

Python Django & React Employee Dashboard

- Developed the frontend and backend for an employee management system
- Users are able to track employee's and departments currently operating within a company

Other Experience

University Of Waterloo Midnight Sun – Team Member (October 2021 – Present)

- Preformed CFD simulations to find drag coefficients of possible body designs
- Created SolidWorks models for push rod suspension designs

Senior Mechanical Captain – FIRST ROBOTICS COMPETITION (September 2019 – June 2021)

- Led and optimized the construction of the team's 100+ pound robot
- Utilized Microsoft Word, Excel, and PowerPoint to manage and teach members about mechanical design
- Machined and manufactured various component designs from <u>CAD</u> drawings to build complex mechanisms such as cascading elevators and claws to improve robot efficiency

Awards and Recognition

- Actively Participated and won awards in various hackathons
- Represented Canada as part of the <u>Canadian National</u> World Robotic Olympiad team in India and Thailand (2016, 2018)